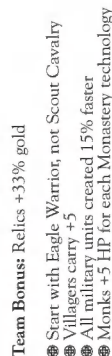


Unique unit: Jaguar Warrior
(anti-infantry infantry)
Unique technology: Garland Wars
(+4 infantry attack)

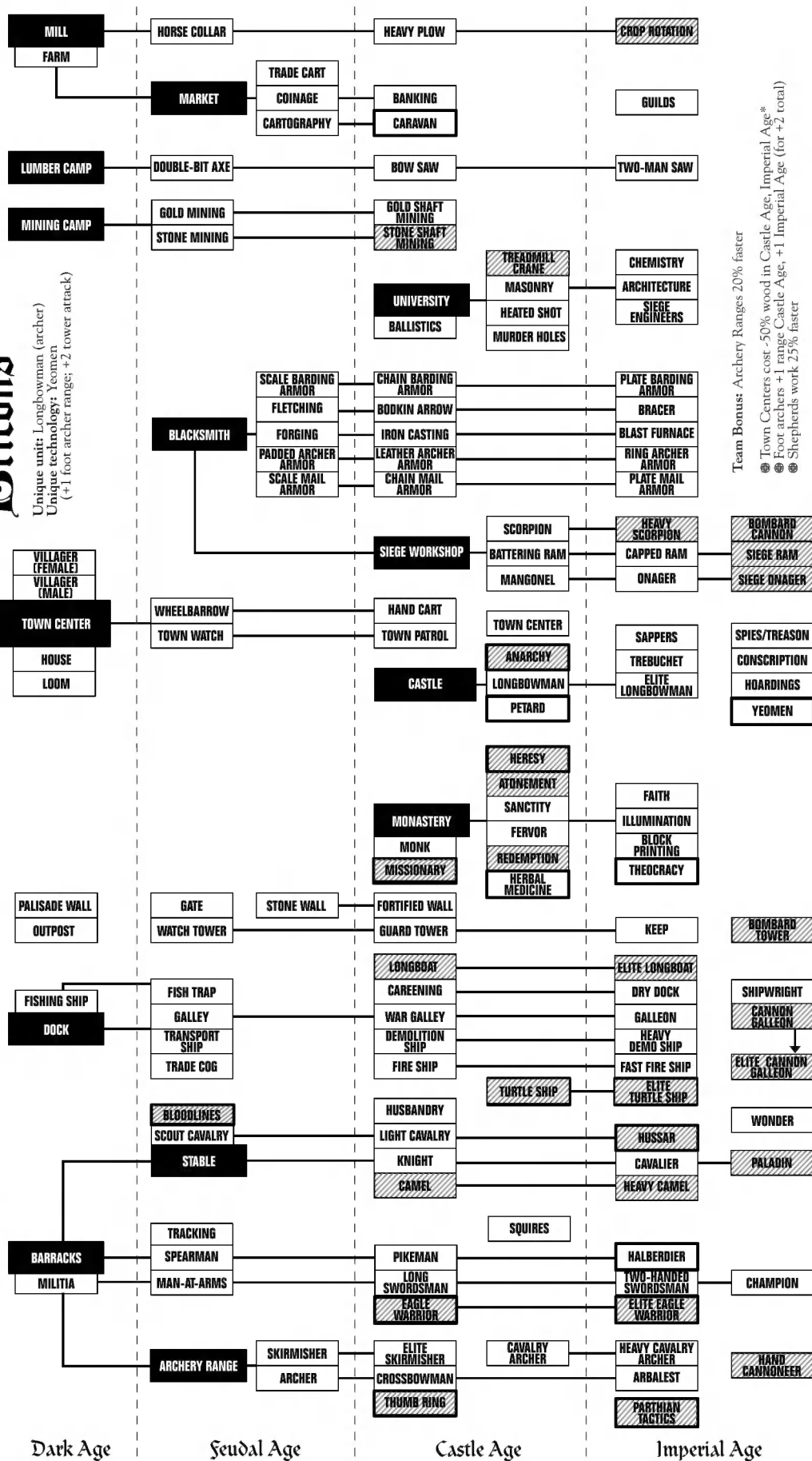
Imperial Age



Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.

Britons

Unique unit: Longbowman (archer)
Unique technology: Yeomen
(+1 foot archer range, +2 tower attack)



Team Bonus: Archery Ranges 20% faster

● Town Centers cost -50% wood in Castle Age, Imperial Age*

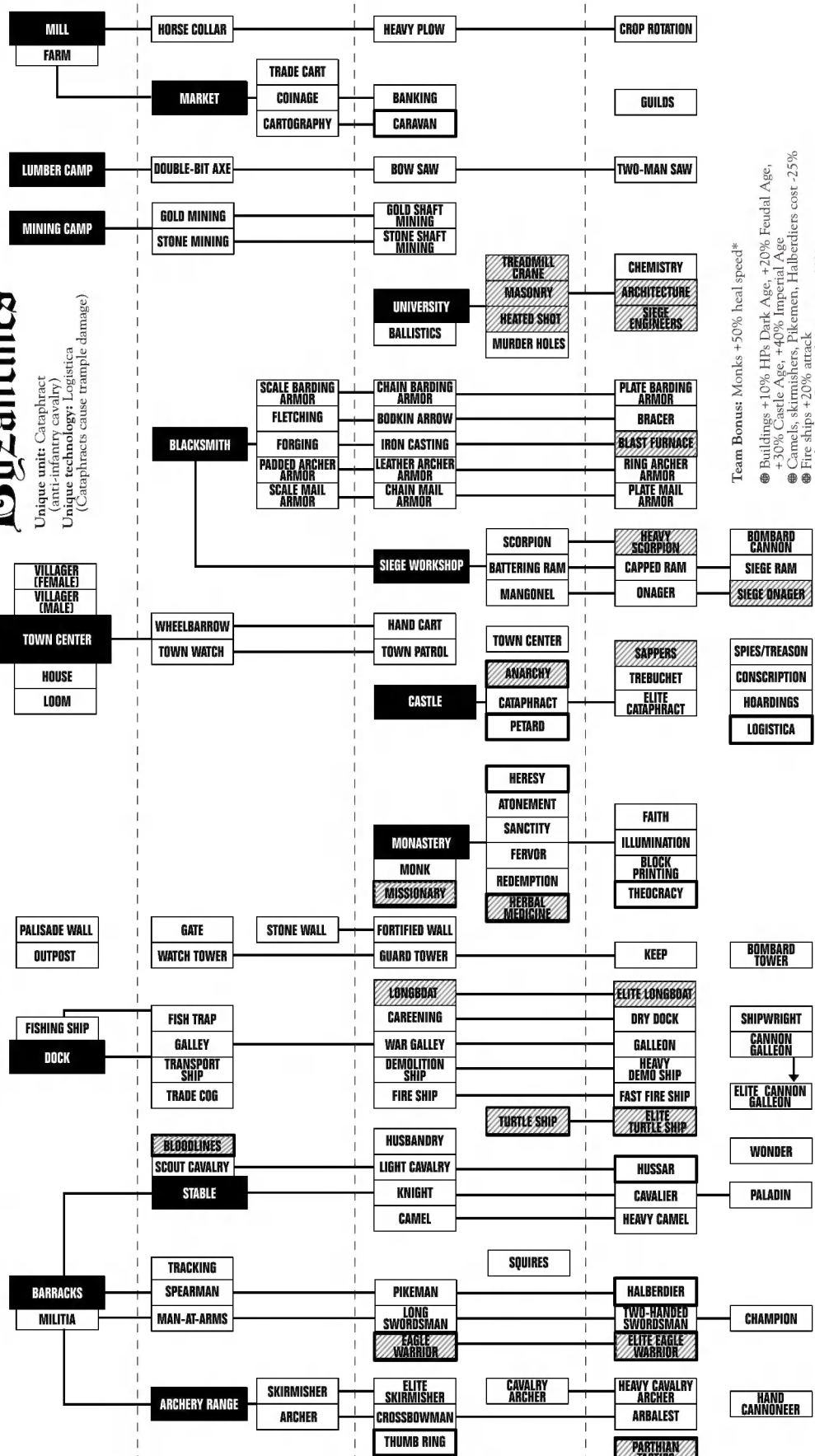
● Foot archers +1 range, Castle Age, +1 Imperial Age (for +2 total)

● Shepherds work 25% faster

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Byzantines

Unique unit: Cataphract
(anti-infantry cavalry)
Unique technology: Logistica
(Cataphracts cause trample damage)

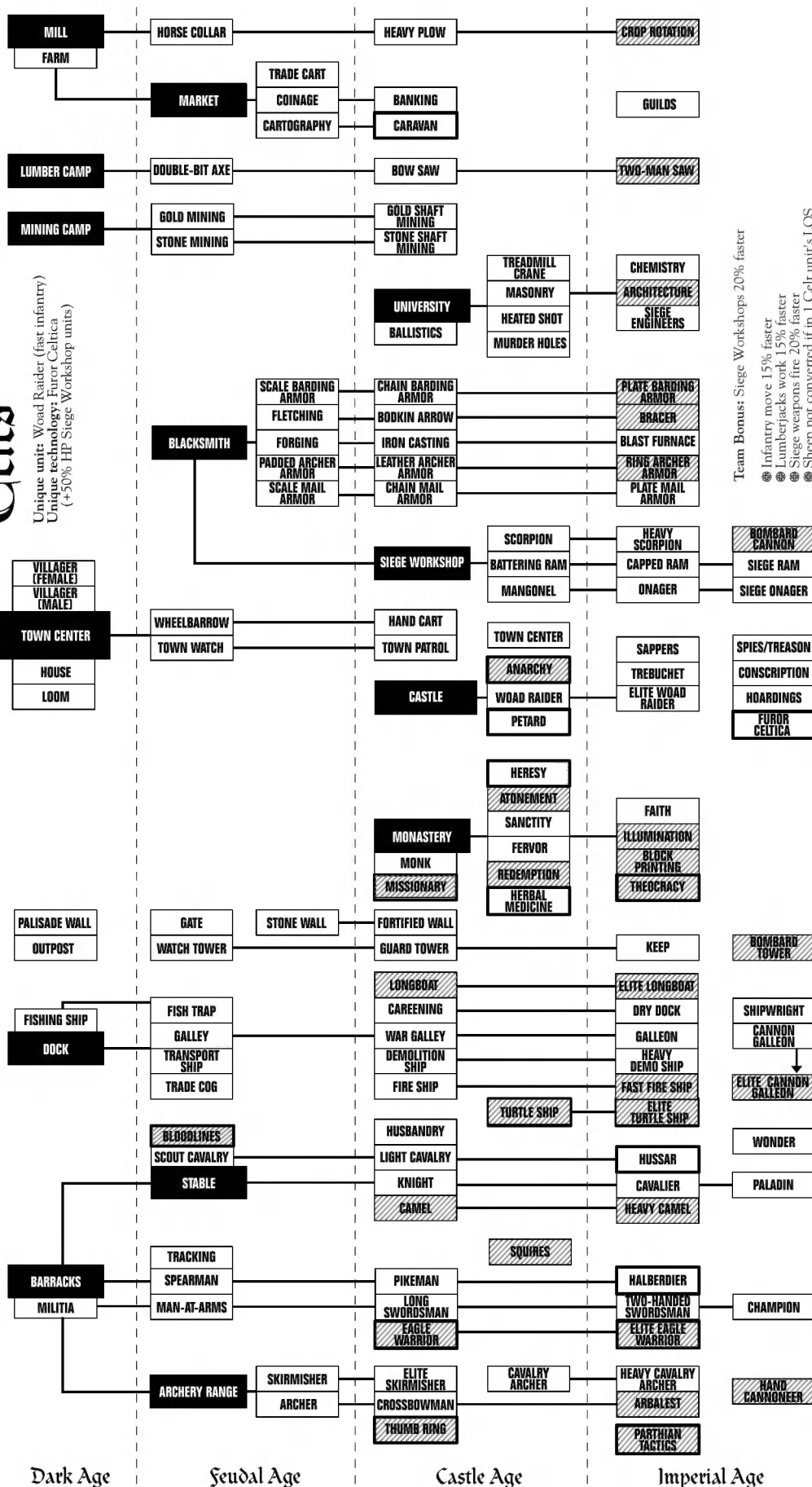


Team Bonus: Monks +50% heal speed*
● Buildings +10% HPs, Dark Age, +20% Feudal Age, +30% Castle Age, +40% Imperial Age
● Camels, skirmishers, Pikemen, Halberdiers cost -25%
● Fire ships +20% attack
● Advance to Imperial Age costs -33%

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Celts

Unique unit: Woad Raider (fast infantry)
Unique technology: Furor Celtica (+50% HP Siege Workshop units)

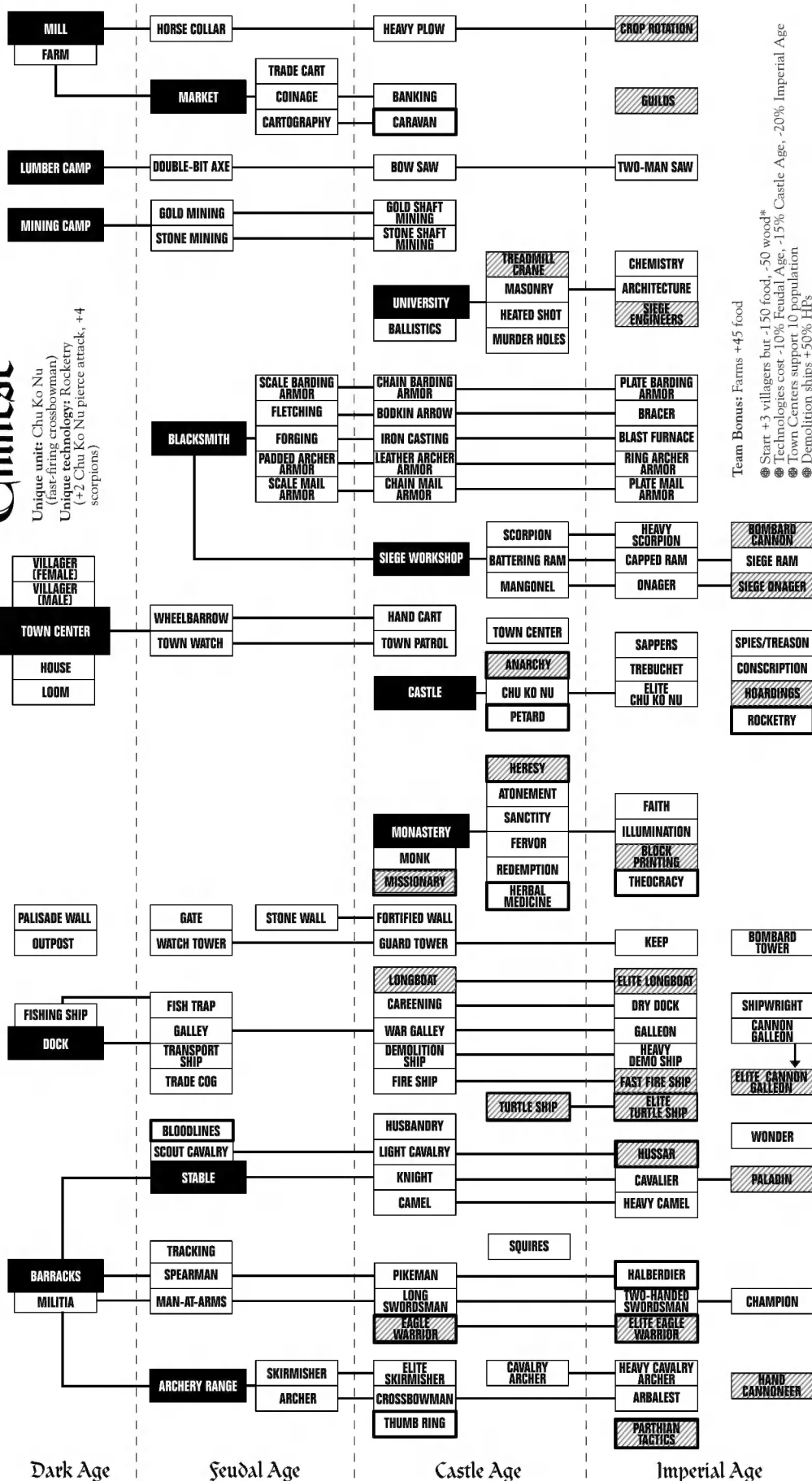


Team Bonus: Siege Workshops 20% faster
● Infantry move 15% faster
● Lumberjacks work 15% faster
● Siege weapons fire 20% faster
● Sheep not converted if in 1 Celt unit's LOS

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Chinese

Unique unit: Chu Ko Nu
(fast-firing crossbowman)
Unique technology: Rocketry
(+2 Chu Ko Nu pierce attack, +4 scorpions)



Team Bonus: Farms +45 food

Start +3 villagers but -150 food, -50 wood*

Technologies cost -10% Feudal Age, -15% Castle Age, -20% Imperial Age

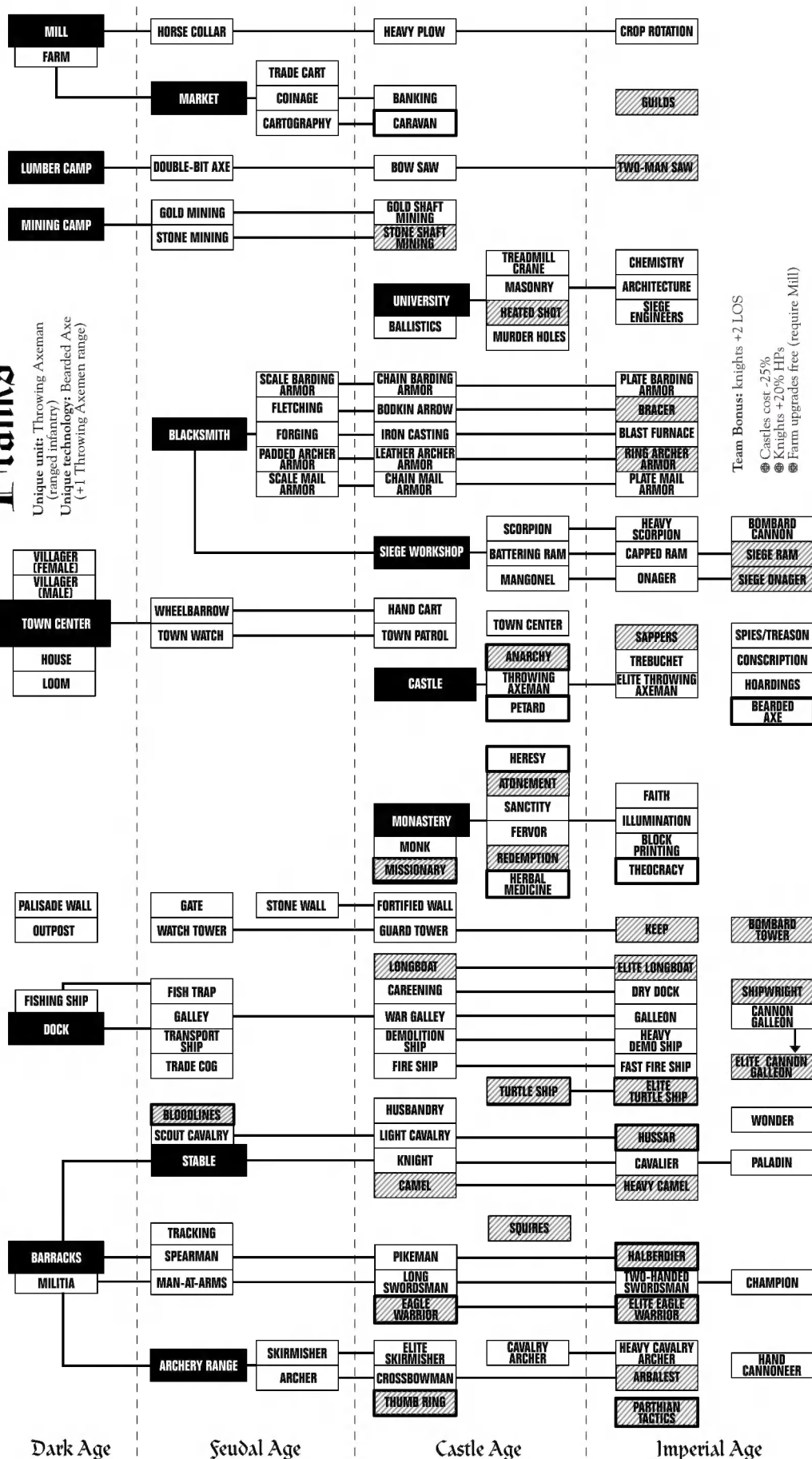
Town Centers support 10 population

Demolition ships +50% HPs

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Franks

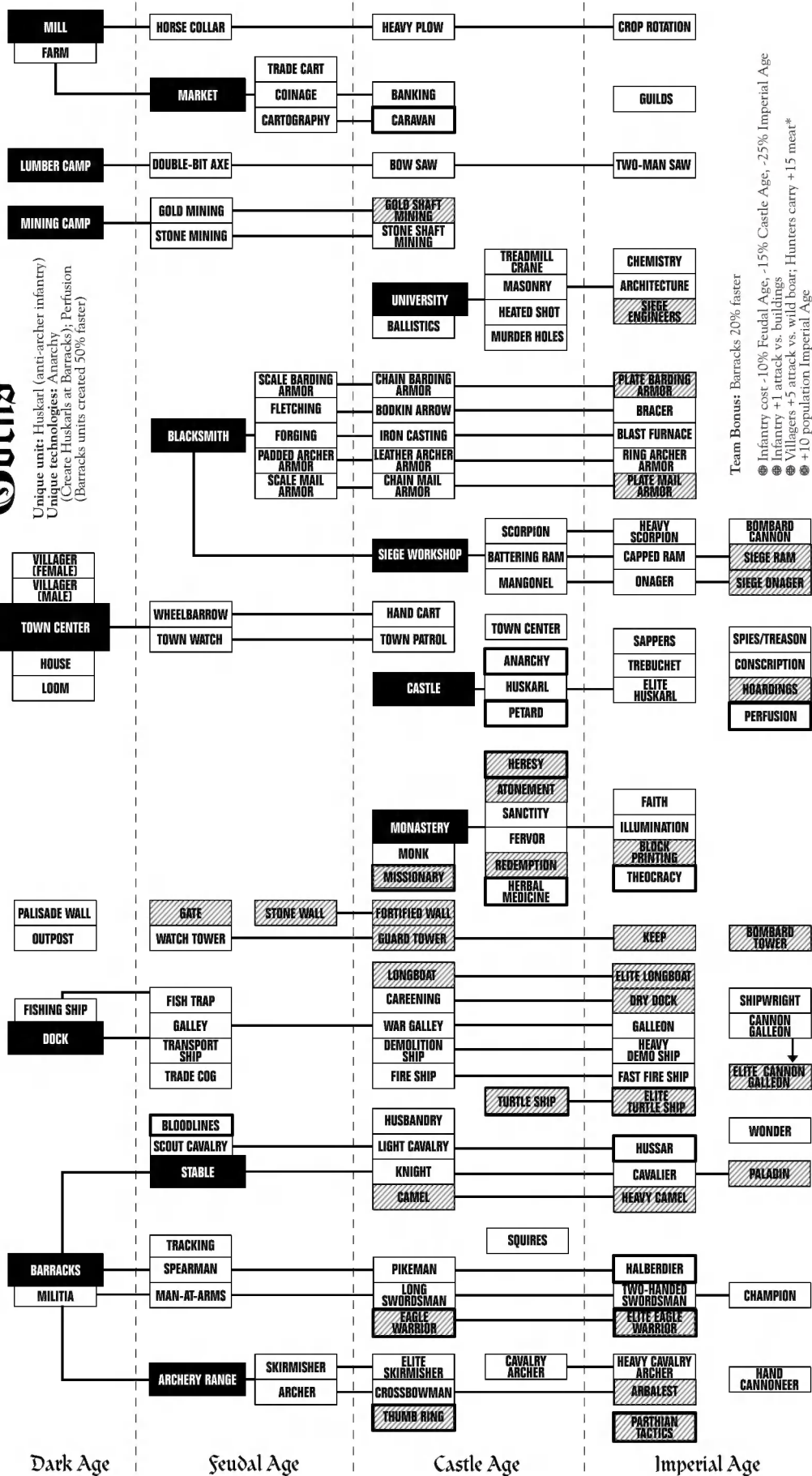
Unique unit: Throwing Axeman
(ranged infantry)
Unique technology: Bearded Axe
(+1 Throwing Axemen range)



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Goths

Unique unit: Huskarl (anti-archer infantry)
Unique technologies: Anarchy
(Create Huskarls at Barracks); Perfusion
(Barracks units created 50% faster)



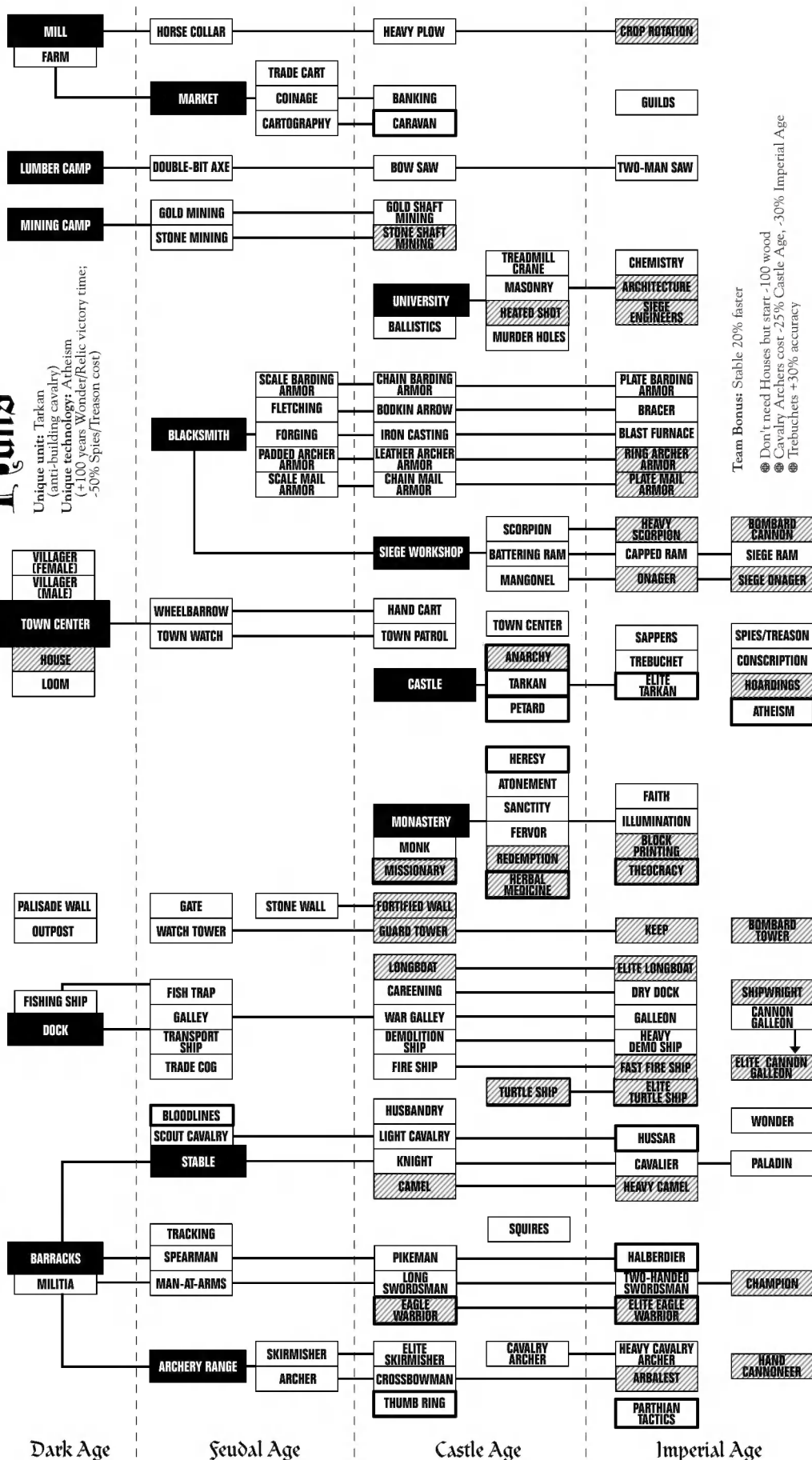
Team Bonus: Barracks 20% faster

- Infantry cost -10% Feudal Age, -15% Castle Age, -25% Imperial Age
- Infantry +1 attack vs. buildings
- Villagers +5 attack vs. wild boar. Hunters carry +15 meat*
- +10 population Imperial Age

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sums

Unique unit: Tarkan
(anti-building cavalry)
Unique technology: Atheism
(+100 years Wonder/Relic victory time;
-50% Spies/Treason cost)



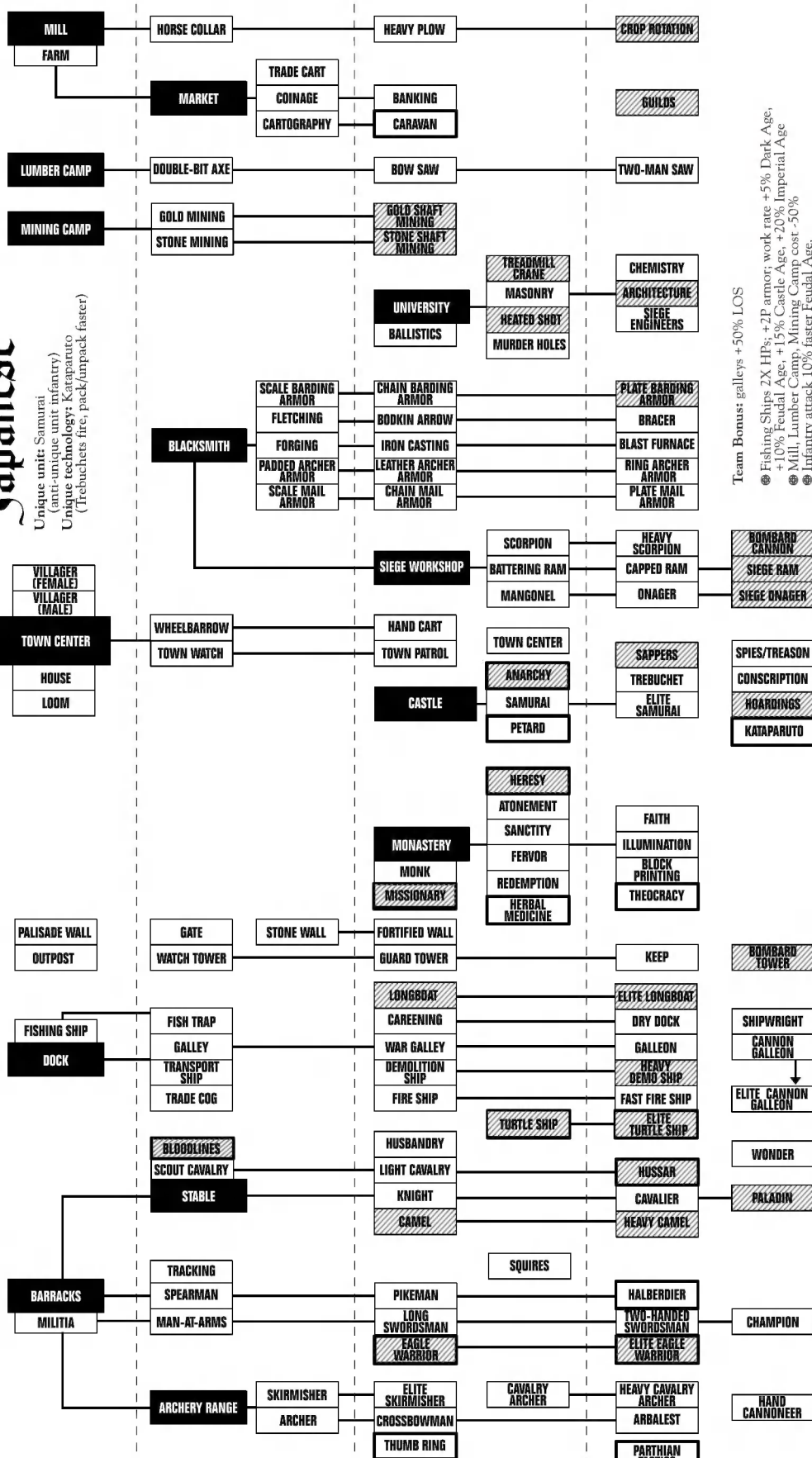
Team Bonus: Stable 20% faster

- ⊗ Don't need Houses but start -100 wood
- ⊗ Cavalry Archers cost -25% Castle Age, -30% Imperial Age
- ⊗ Trebuchets +30% accuracy

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Japanese

Unique unit: Samurai
(anti-unique unit infantry)
Unique technology: Kataparuto
(trebuchets fire, pack/unpack faster)



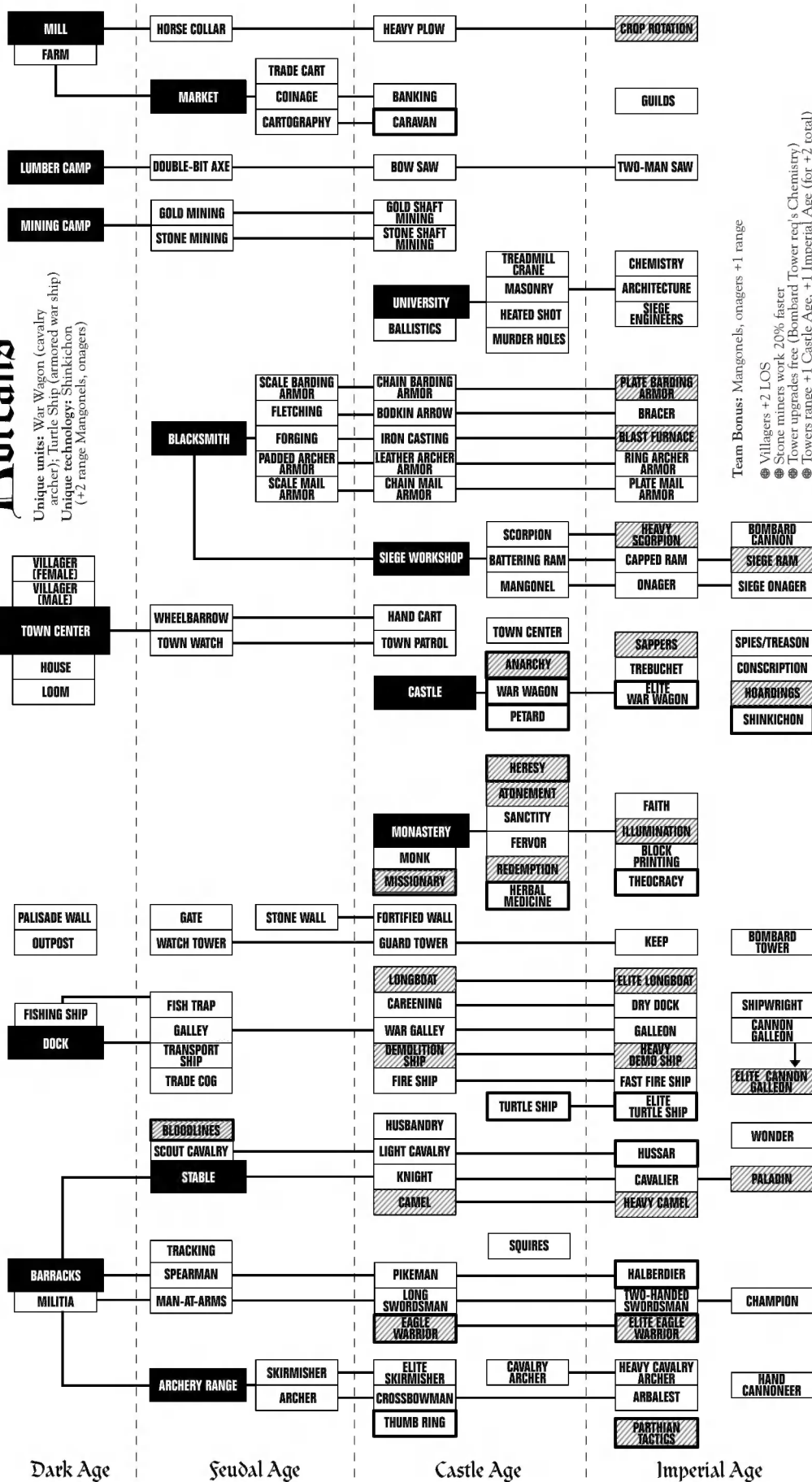
Team Bonus: galleys +50% LOS

- ⊗ Fishing Ships 2X HPs; +2P armor; work rate +5%; Dark Age, +10%; Feudal Age, +15%; Castle Age, +20%; Imperial Age
- ⊗ Mill, Lumber Camp, Mining Camp cost -50%
- ⊗ Infantry attack 10% faster Feudal Age, 15% Castle Age, 25% Imperial Age

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Koreans

Unique units: War Wagon (cavalry archer); Turtle Ship (armored war ship)
Unique technology: Shinkichon (+2 range Mangonels, onagers)



Team Bonus: Mangonels, onagers +1 range

● Villagers +2 LOS

● Stone miners work 20% faster

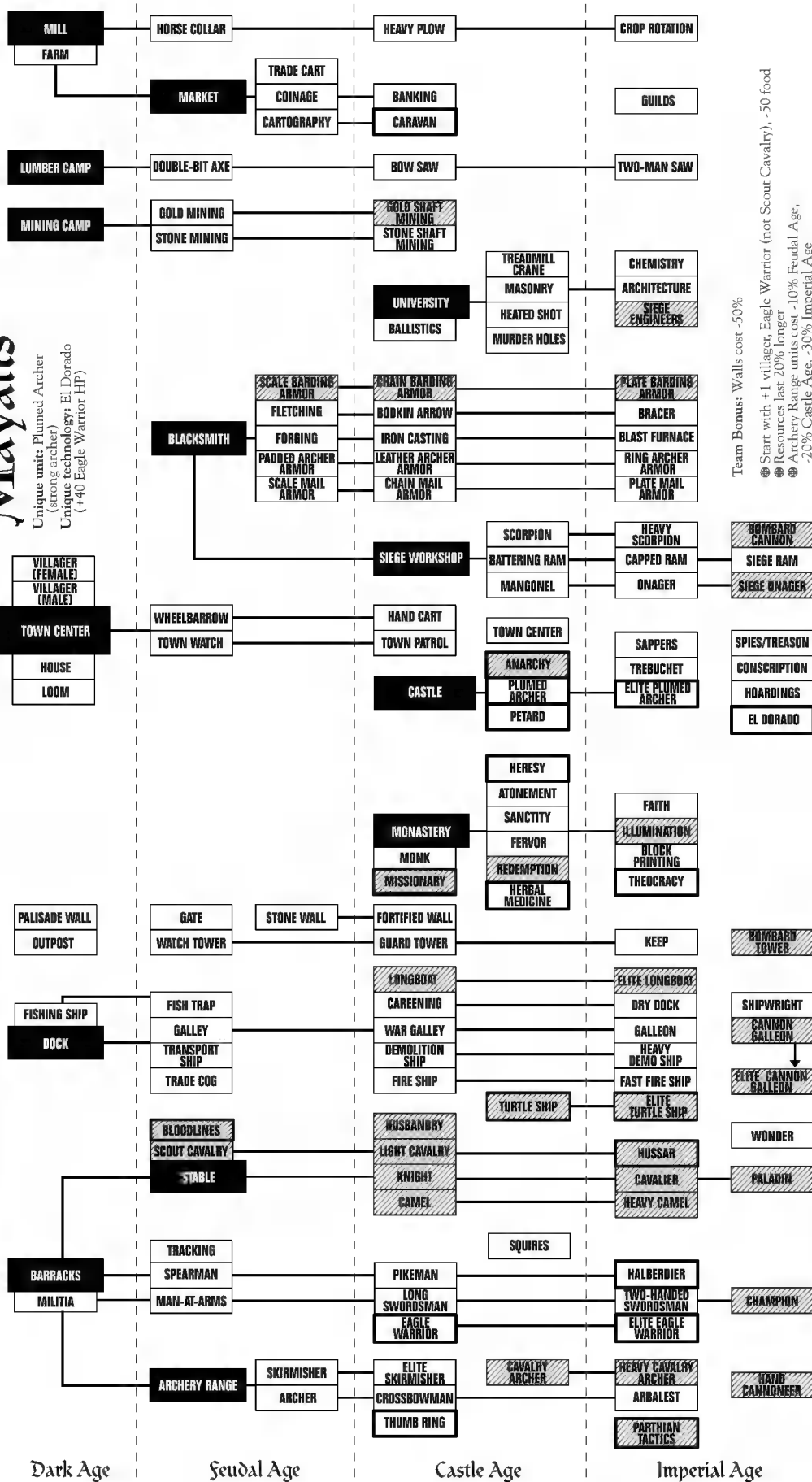
● Tower upgrades free (Bombard Tower req's Chemistry)

● Towers upgrade +1 Castle Age, +1 Imperial Age (for +2 total)

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Mayans

Unique unit: Plumed Archer (strong archer)
Unique technology: El Dorado (+40 Eagle Warrior HP)



Team Bonus: Walls cost -50%

Start with +1 villager, Eagle Warrior (not Scout Cavalry), -50 food

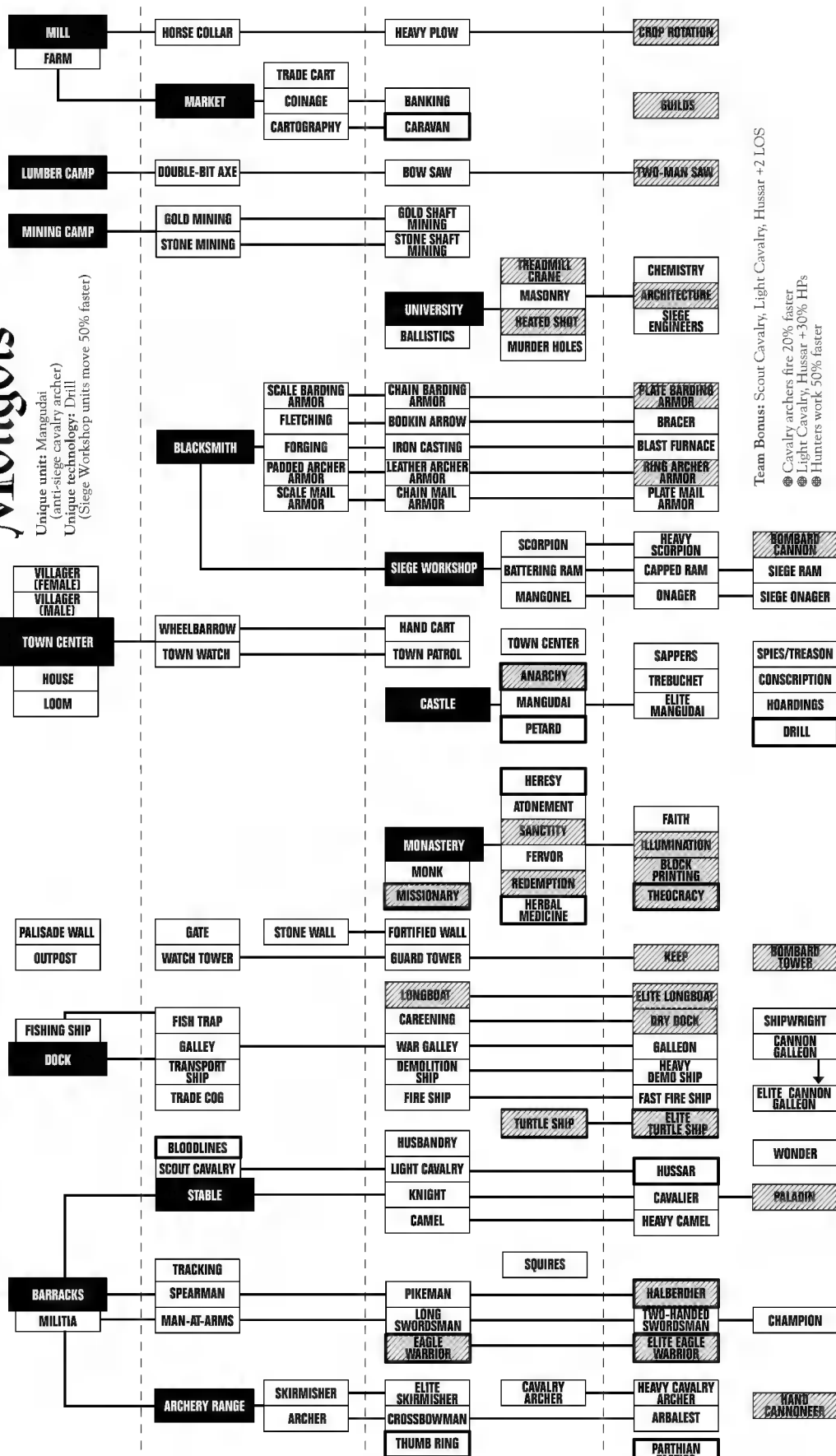
Resources last 20% longer

Archery Range units cost -10% Feudal Age, -20% Castle Age, -30% Imperial Age

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Mongols

Unique unit: Mangudai
(anti-siege cavalry archer)
Unique technology: Drill
(Siege Workshop units move 50% faster)



Team Bonus: Scout Cavalry, Light Cavalry, Hussar +2 LOS

- Cavalry archers fire 20% faster
- Light Cavalry, Hussar +30% HPs
- Hunters work 50% faster

Dark Age

Feudal Age

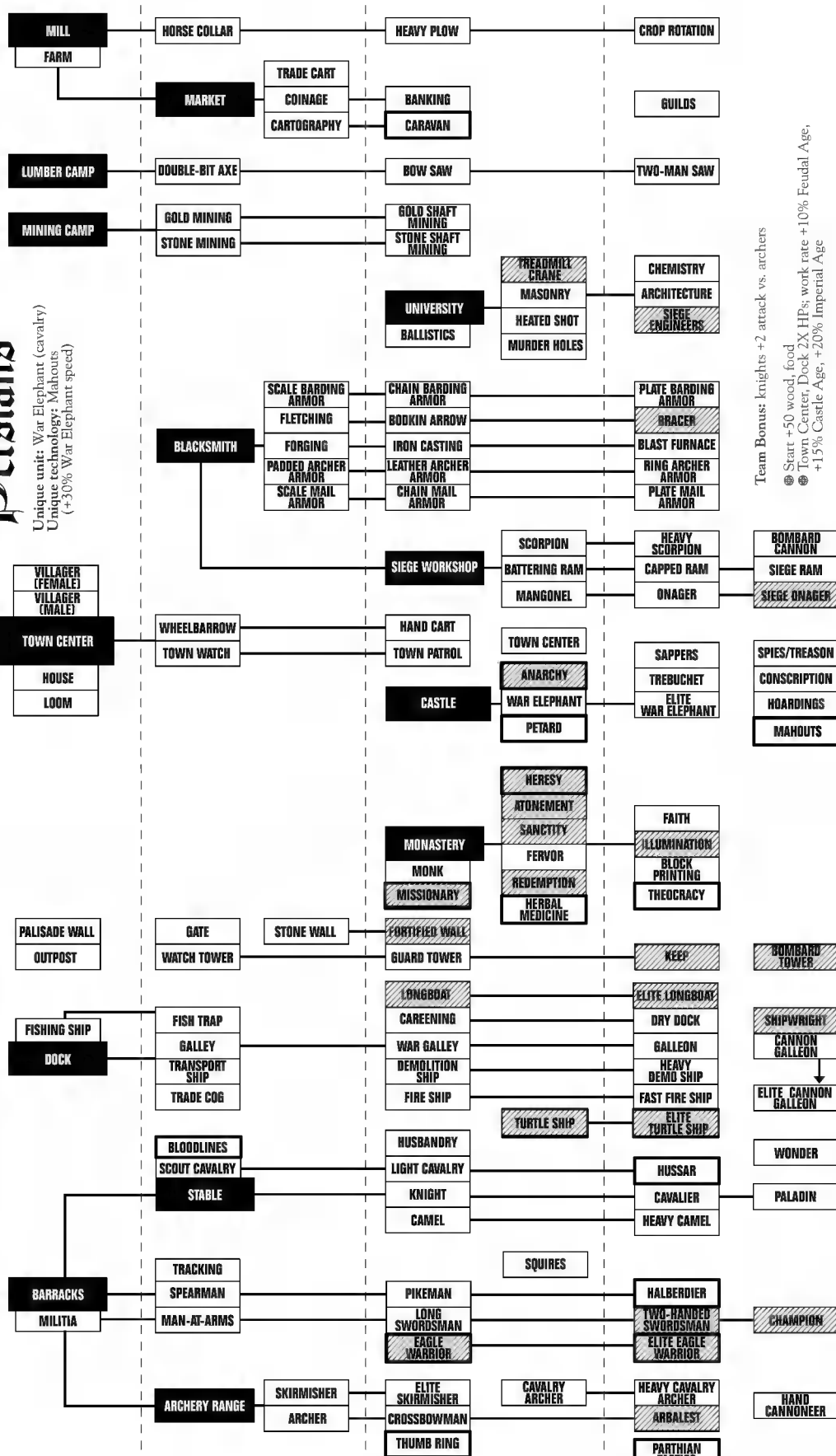
Castle Age

Imperial Age

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Persians

Unique unit: War Elephant (cavalry)
Unique technology: Mahouts
(+50% War Elephant speed)



Team Bonus: knights +2 attack vs. archers

Start +50 wood, food

Town Center, Dock 2X HPs; work rate +10% Feudal Age,
+15% Castle Age, +20% Imperial Age

Dark Age

Feudal Age

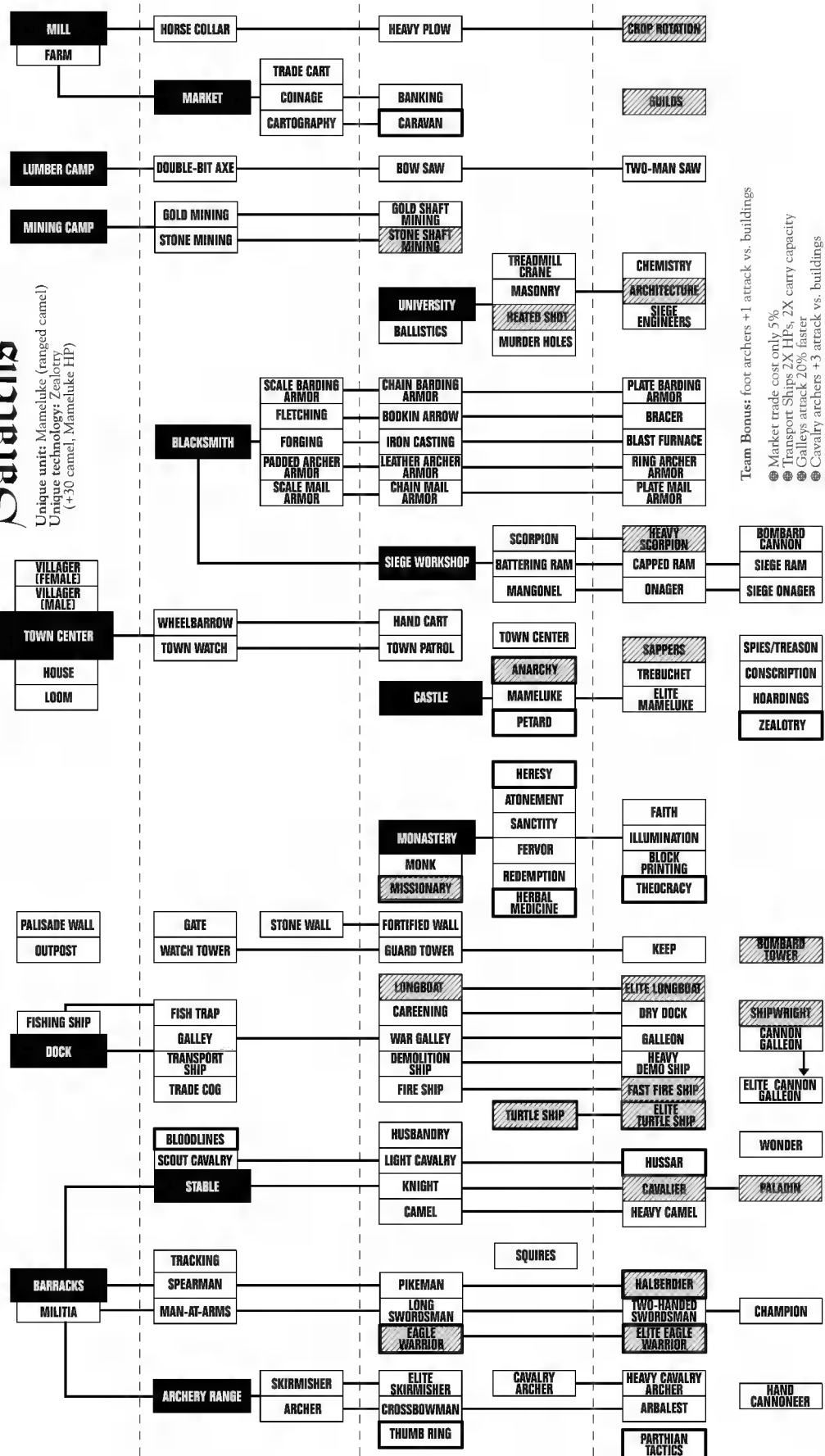
Castle Age

Imperial Age

Saracens

Unique unit: Mameluke (ranged camel)
Unique technology: Zealotry (+50 camel, Mameluke HP)

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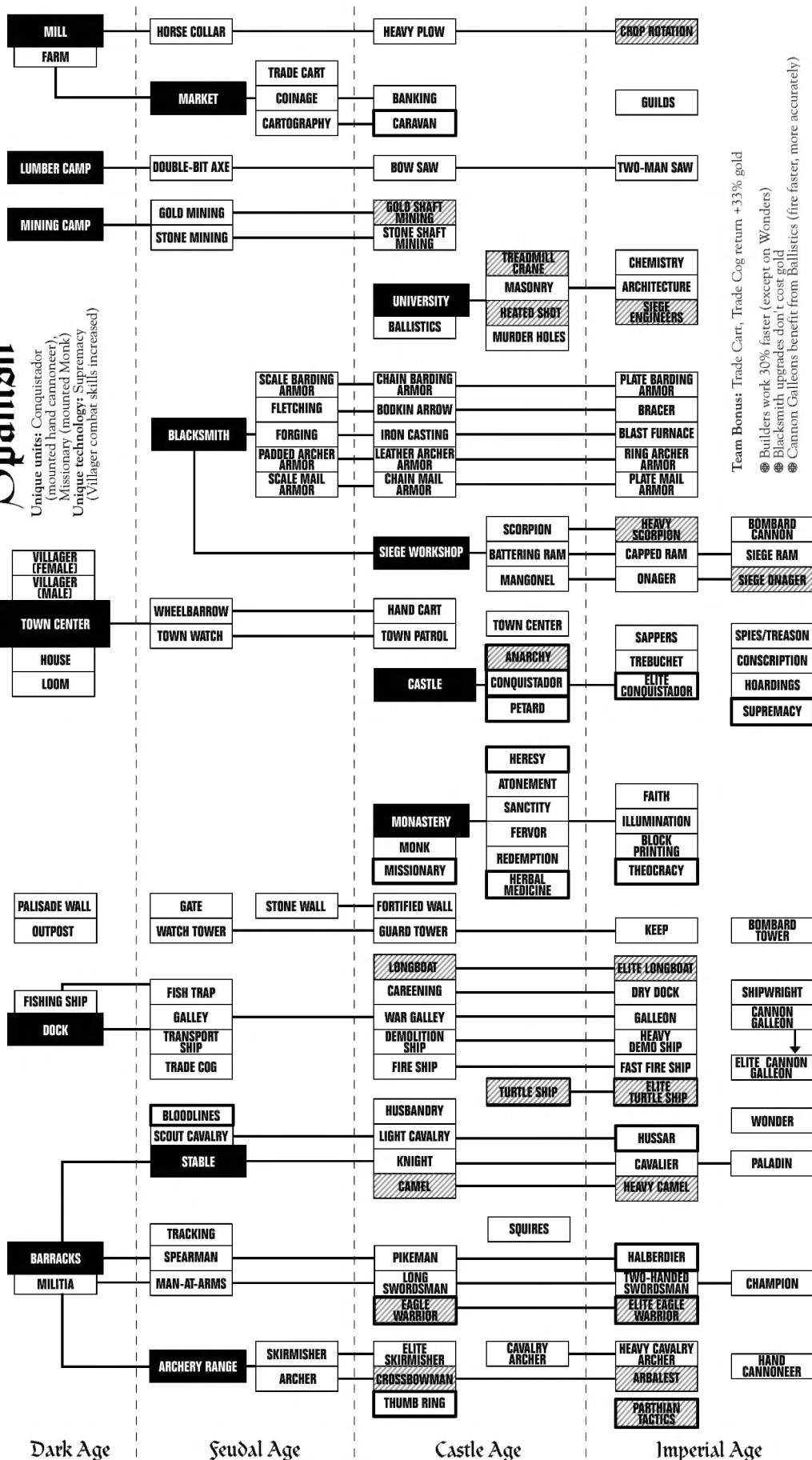


Team Bonus: foot archers +1 attack vs. buildings
 ● Market trade cost only 5%
 ● Transport Ships 2X HPs, 2X carry capacity
 ● Galleys attack 20% faster
 ● Cavalry archers +5 attack vs. buildings

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Spanish

Unique units: Conquistador (mounted hand cannonier), Missionary (mounted Monk)
Unique technology: Supremacy (Villager combat skills increased)



Team Bonus: Trade Cart, Trade Cog return +33% gold

⦿ Builders work 30% faster (except on Wonders)

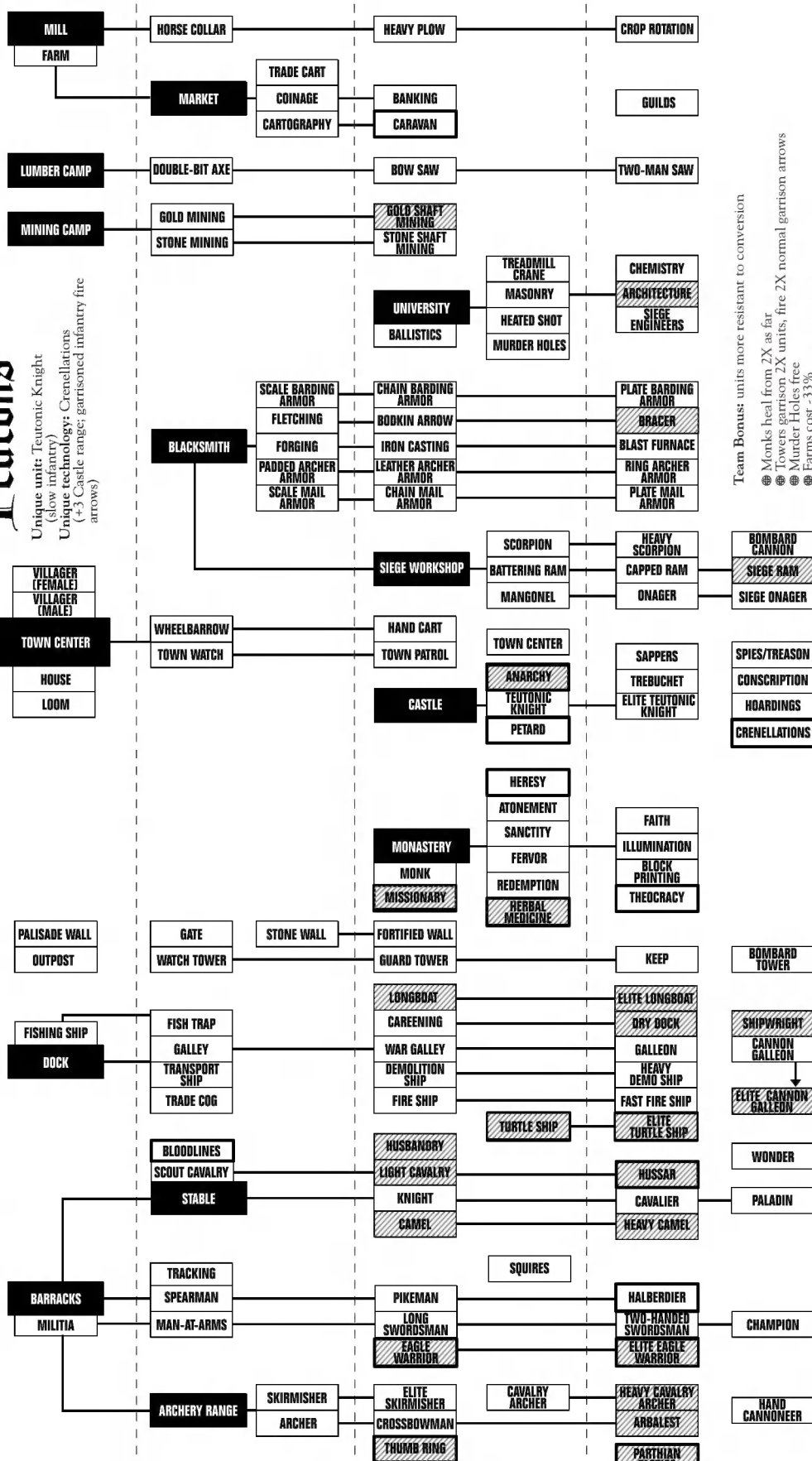
⦿ Blacksmith upgrades don't cost gold

⦿ Cannon Galleons benefit from Ballistics (fire faster, more accurately)

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Teutons

Unique unit: Teutonic Knight
(slow infantry)
Unique technology: Crenellations
(+3 Castle range; garrisoned infantry fire arrows)



Team Bonus: units more resistant to conversion

- Monks heal from 2X as far
- Towers garrison 2X units, fire 2X normal garrison arrows
- Murder Holes free
- Farms cost -33%
- Town Center +2 attack/+5 LOS*

Dark Age

Feudal Age

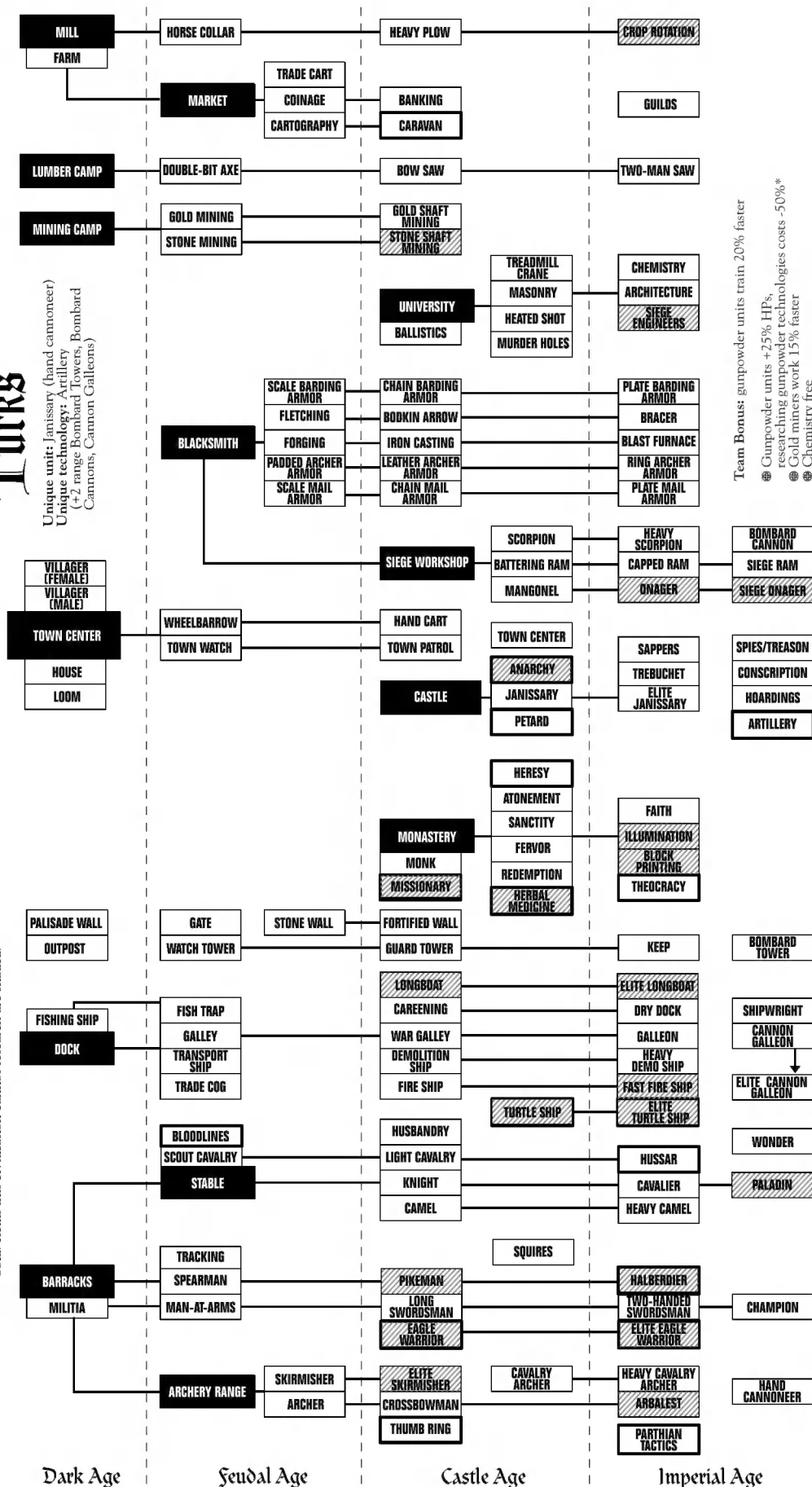
Castle Age

Imperial Age

Turks

Unique unit: Janissary (hand cannoner)
Unique technology: Artillery (+2 range Bombard Towers, Bombard Cannons, Cannon Gallies)

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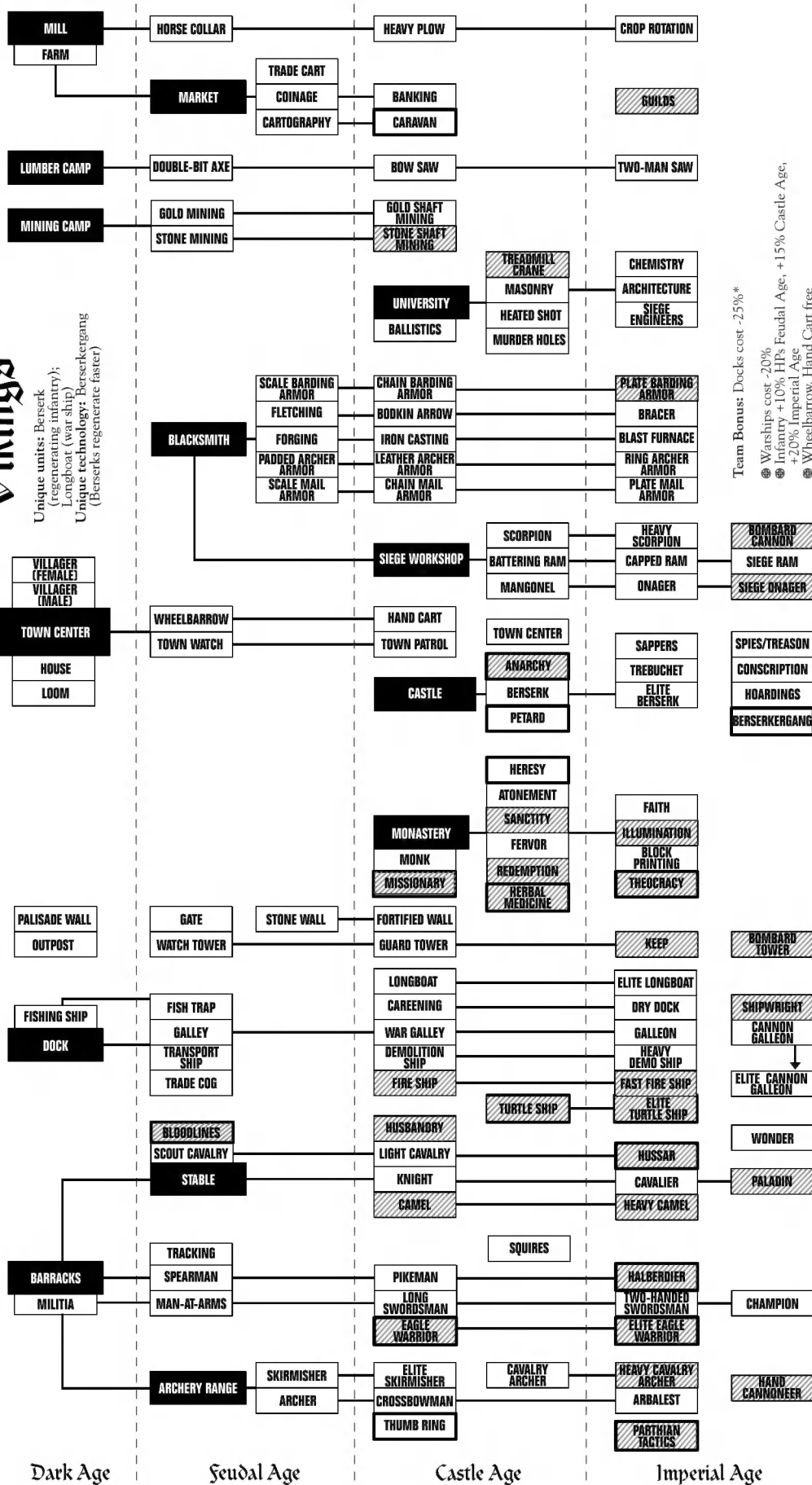


Team Bonus: gunpowder units train 20% faster
 Gunpowder units +25% HPs, researching gunpowder technologies costs -50%*
 Gold miners work 15% faster
 Chemistry free
 Light Cavalry, Hussar upgrade free

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Vikings

Unique units: Berserk
(regenerating infantry);
Longboat (war ship)
Unique technology: Berserkergang
(Berserks regenerate faster)



Team Bonus: Docks cost -25%*

⊗ Warships cost -20%

⊗ Infantry +10% HPs, Feudal Age, +15% Castle Age,

+20% Imperial Age

⊗ Wheelbarrow, Hand Cart free